

pdopencvcpp

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Image Resizing

EXAMPLE 1

```

#include <opencv2/core/core.hpp>
#include <opencv2/highgui/highgui.hpp>
#include <opencv2/imgproc/imgproc.hpp>
#include <iostream>

using namespace cv;
using namespace std;

int main()
{
    Mat im = imread("Desert.jpg");
    Mat im_out;
    namedWindow("image1");
    namedWindow("image2");
    if (im.empty())
    {
        cout << "Cannot open image!" << endl;
        return -1;
    }
    //make the copy 1/2 as big as the original
    resize(im,im_out,Size(im.cols/2,im.rows/2),0,0,INTER_LINEAR);

    imshow("image1", im);
    imshow("image2", im_out);
    waitKey(5000);

    return 0;
}

```

EXAMPLE 2

```

#include <opencv2\core\core.hpp>
#include <opencv2\highgui\highgui.hpp>
#include <opencv2\imgproc\imgproc.hpp> //required for any image related functions

int main(){

    cv::Mat image = cv::imread("plane.jpg");
    if(!image.data){
        //problem!!
    }
    cv::namedWindow("Window1");
    cv::namedWindow("Window2");

    //will be deformed
    cv::Mat copyimg(image.clone());

    cv::imshow("Window1", image);

    //void resize(const Mat& src, Mat& dst, Size dsize, double fx=0, double fy=0, int interpolation=INTER_LINEAR)
    cv::resize(image, copyimg,cv::Size(),3,3,cv::INTER_NEAREST);
    cv::imshow("Window2",copyimg);

    cv::waitKey(50000);
    return 1;
}

```

}

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